TEMP LIST OF TOPICS

- Basics of Python scripting
- Creation of nodes
- Knobs editing over nuke's nodes and gizmos
- Connecting, arranging and editing Nuke's nodes programmatically
- Creating popping messages and windows
- Managing multiple nodes networks
- Dealing with formats and project settings
- Looping syntax for iterating commands
- Operation and conditions on multiple nodes
- Node's operations for extracting and grouping nodes programmatically
- Performing operations on dependencies and dependent nodes
- The use of lists for selecting nodes arrays and knobs
- Automatism with nodes
- Creating multiple nodes' selections
- Creating user's input values to run specific functions on nodes
- Iterating procedures on multiple elements or nodes by using the Range loop
- Replacing file paths programmatically
- Appending and cloning nodes or networks of nodes
- Creating end editing geometries in the 3D space programmatically
- Python for your cameras
- Using random functions on knobs and nodes
- Color sampling with Python
- Dealing with bounding boxes with Python
- Creating FOV and focal length calculators for your Nuke's cameras
- Creating expression-driven clones of nodes

- Managing Backdropnodes and automatism
- Creating tools for analysing your script's content
- Python scripting on node's classes
- Setting expressions on specific knobs programmatically
- Python for stereo comp
- Bool functions
- Checking and acting on your nodes' inputs
- Debugging and efficiency solutions for writing your Python snippets
- Working with node's bounding boxes
- Python programming for your timeline
- Editing and working on keyframes programmatically
- Baking animations with Python
- Dealing with curve interpolations
- Copying and editing animation curves programmatically
- Creating Nuke programs with functions
- Creating panels and binding Python functions
- Working and editing rotoshape and rotopaint nodes with Python
- Creating and editing rotoshape/rotopaint curves programmatically
- Editing rotoshapes' vertex programmatically
- Creating crazy patterns and shapes with Python
- Creation of special effects by using Python on curves
- Fundamentals of TCL scripting for Nuke
- Python scripting for init.py and menu.py files for a Nuke customization
- Dealing with your Nuke's top menus programmatically
- Dealing with Nuke preferences in Python
- Dealing with the Nuke's viewers and LUT creation
- OS functions, the nuke path and Environment
- Creation of a shot optimization tool for Nuke
- Using the system time to run specific functions on Nuke
- The building of a smart and safe comp pipeline: all crucial steps and the coding.

...and much more !!